

**All-New Format!**

# **CODE NAME: ICEMAN**

**INCLUDES COMPLETE WALK-THRU**

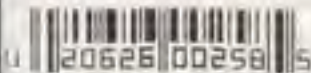
**INCLUDES ALL AREA MAPS**

**LIST AND LOCATION OF ALL OBJECTS**

**ALL SOLUTIONS REVEALED**

**HIDDEN ROOMS, LOCATIONS AND  
CHARACTERS YOU MAY NOT  
HAVE ENCOUNTERED**

**THE PERFECT GAME ACCESSORY**



**CODE NAME: ICEMAN**

**HINT BOOK**



SIERRA ON LINE, INC. • COARSEGOLD, CA 95814 • (709) 653-8980

TM designates trademark of Sierra On-Line, Inc. ® is a registered trademark of Sierra On-Line, Inc.  
© 1990 Sierra On-Line, Inc. Printed in the U.S.A.

40000000



## INTRODUCTION

Welcome to the U.S. Navy in the year 2110 with "Codename: Iceman." I hope you find your career as a Naval Commander both exciting and challenging. As in the "Police Quest" series, we have attempted to put a sufficient amount of realism into this game to give you, the adventure game player, the feeling of being in the driver's seat in a true-to-life situation. This game is quite different from Sierra's other adventure games because it contains a nuclear submarine simulator. In "Codename: Iceman," even when you are not sitting in the pilot's seat the submarine U.S.S. Blackhawk will continue along whatever course has been set for it no matter where else you are and what you may be doing.

This hint book will allow you to complete "Codename: Iceman" successfully and it also contains a complete list of all points in the game. In the unlikely circumstance that you have a problem that isn't covered in this hint book feel free to contact Sierra's automated electronic hint system at 1-900-683-KLUE, or our Customer Support Department at 1-209-683-8989.

### THE PURPOSE OF THIS BOOK

The whole point of playing "Codename: Iceman" is to discover its puzzles and then discover the solutions to them. However, some puzzles may be so well hidden that you don't even know where to begin. Or, perhaps this is your first experience with an adventure game and you're not sure how to get started.

### HOW TO USE THIS HINT BOOK

When you get stumped, look through this book and find the question that is closest to your problem. Use the red Adventure Window that came with this hint book to see the **FIRST** hint. Hints progress from helpful hints to strong clues, and finally to actual solutions. It's best to read the hints individually as needed. Be sure to read only the hints you really need!

### HOW NOT TO USE THIS HINT BOOK

Don't just scan through the whole book reading all the answers! Read only those hints absolutely necessary and as few of those as you actually need. Giving too much away before you've had a chance to really try to solve the problem yourself takes away a lot of the fun of playing an adventure game. Beware, because you may find one or more questions about things that have nothing to do with "Codename: Iceman" in this hint book. After all, red herrings are part of the fun.

### IF YOU HAVE FINISHED "CODENAME: ICEMAN"

After you have finished the game, I invite you to check out the back of this book. It contains a complete walkthrough and list of all possible points. But be very cautious using this section! Don't even look at it until you have actually seen the very end of "Codename: Iceman."  
Thanks for playing "Codename: Iceman!"



### GENERAL QUESTIONS

All I do is wonder about! Is this it?

THE UNIVERSITY OF CHICAGO PRESS

What's the point of this game, anyway?

© 2004 Blackwell Publishing Ltd, *Journal of Internal Medicine* 255: 111–118

**I'm tired of dying and starting over again from the beginning!**

the 1990s, the number of people in the United States who are obese has increased by 50 percent. In the United Kingdom, the number of obese people has increased by 100 percent. In the United States, the number of obese people has increased by 100 percent. In the United Kingdom, the number of obese people has increased by 100 percent. In the United States, the number of obese people has increased by 100 percent.

Johnny walks too slow!

It is important to note that the above results are based on the assumption that the data are stationary. If the data are non-stationary, the results may be biased. Therefore, it is important to test for stationarity before conducting the analysis.

### How can I “look at” things?

[illegible]

## ON VACATION IN TAHITI

### How do I find out what's going on?

24. *Journal of the American Medical Association*, 2000; 284: 2689-2694.

How do I find out which lot is mine?

1. *What is the best way to do this?*  
 2. *What are the advantages and disadvantages of each method?*  
 3. *What are the most common mistakes made when using these methods?*

Is the volleyball game of any significance?

1. *Journal of the American Medical Association*, 1997; 277: 1001-1005.  
 2. *Journal of the American Medical Association*, 1997; 277: 1006-1010.  
 3. *Journal of the American Medical Association*, 1997; 277: 1011-1015.

### Why can't I save the drowning girl?

[illegible]

I can't get anywhere with the girl in the bar.

**Which girl?**

[illegible]

What do I need to say to the hand leader?

© 2004 Blackwell Publishing Ltd, *Journal of Internal Medicine* 255: 111–117



Explore your Tahitian paradise completely.  
Look at anything that seems interesting.  
Read the documentation that came with the game.

To rescue the American ambassador who has been kidnapped and get back home alive.

Everyone dies many deaths playing adventure games. But doesn't it feel great when you succeed?

You need to read your game documentation to find out how to SAVE and RESTORE your game while playing. Adventure games are designed to be saved periodically so you don't have to start over at the beginning every time you make a mistake.

The game animation speed is adjustable. Look at the menu in the game by using the key or clicking on the menu bar with mouse or joystick.

Scenes with lots of animation may appear to run at "normal" speed even though you are in a "fast" mode.

Typing "look" will give you a description of whatever you happen to be facing at the time.

Typing "look around" will give you a general description of your surroundings.

Type "look table" to see the table.

Read the game documentation included in your game package.

The world news might give you a hint.  
Have you looked at the table next to your beach chair?  
Read the magazine.

Do you have the key to your hut?  
Go into the lobby and ask the girl for your key.  
Look at the key!

Do you like volleyball?  
Well, you can join the game if you like.  
Play volleyball and find out.

You have to perform CPR.  
The exact procedure is in your game manual.  
Do each step in the exact order given.

The girl sitting at the bar is a lush. Forget her.  
The blonde girl sitting alone is married. Forget her.  
Have you checked out the brunette at the table in front?  
Dance with her and then buy her a drink and sit with her.

Well, you could compliment the band.  
Maybe he's a secret agent!  
Forget the band. They have nothing to do with the game.



I'm dancing with Stacy and I can't stop!

How do I get to the airport to leave the island?  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.

Help! I can't find Stacy's lost earring.

How do I get to the airport to leave the island?  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.

Stacy's gone. What should I do with her lost earring?

How do I get to the airport to leave the island?  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.

Why can't I seem to get off the island?

How do I get to the airport to leave the island?  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.

Okay, I read the newspaper now what?

How do I get to the airport to leave the island?  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.

I don't know General Braxton's phone number.

How do I get to the airport to leave the island?  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.

How do I get to the airport to leave the island?

How do I get to the airport to leave the island?  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.

## IN WASHINGTON

Why won't the man in the lobby at the Pentagon let me enter?

How do I get to the airport to leave the island?  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.

What am I supposed to do at the briefing?

How do I get to the airport to leave the island?  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.

How do I get to the Washington monument?

How do I get to the airport to leave the island?  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.

## AT OAHU AIRPORT

How do I get to Pearl Harbor?

How do I get to the airport to leave the island?  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.

How do I get aboard the USS Blackhawk?

How do I get to the airport to leave the island?  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.  
I don't know how to get to the airport.



Don't you like dancing with Stacy?  
She likes dancing with you.  
Oh well... all good things come to an end sometime.  
Just type: STOP.

Weren't you listening? She told you where she lost it.  
Look in the sand outside her hut.  
Look at the glimmer.

Examine it.  
Open it.  
Get the microfilm.

Buy a newspaper.  
What, you don't have any money?  
Have you been to your hut yet?  
Get the change in the dresser drawer in your hut and then buy a newspaper from the machine outside the lobby.  
Read the newspaper.

Go into the lobby.  
Did you get the message from the desk clerk?  
Get back to your hut and call General Braxton.

It's in your address book.  
Your address book is in the pocket of your suit jacket.  
Open the closet in your hut and get the black book from your suit pocket.

Call for some transportation.  
Use the phone in your hut to call the dinghy service.  
The phone number is on the sign in the hotel lobby.

Did you identify yourself?  
Show your ID card.  
If you don't have it with you, you'd better restore to Tahiti and get it from the drawer in your hut.

Listen carefully.  
Get the manila envelope on the table.

You could call a taxi.  
On the other hand, it's not a long walk to get there.  
Do you really have time to go there?  
Forget it. You can't.

The driver will take you there.  
You have to show him your orders.  
You did remember to get them at the Pentagon briefing, didn't you?

Read about boarding protocol in your game documentation.  
Walk up the gangplank.  
Salute the flag.  
Salute the officer.  
Ask for permission to come aboard.



## ABOARD THE U.S.S. BLACKHAWK

I keep getting killed as soon as I dive!

It sounds like you're not diving properly. Make sure you're wearing your oxygen mask and that you're holding your breath. Also, make sure you're diving from the correct depth.

How do I confirm that I have a green board?

Check the board for a green light. If it's green, you're good to go. If it's red, you need to stop.

I can't seem to control the submarine. Help!

Take a deep breath and try to relax. The submarine will respond to your commands. If you're still having trouble, ask the captain for help.

How do I get into the captain's safe?

The captain's safe is located in the control room. To get into it, you need the captain's key. If you don't have the key, you can try to pick the lock, but that's a lot harder.

How do I find out the secret of the briefcase?

The briefcase is a mystery. It contains a lot of important information. To find out the secret, you need to open it. But be careful, because the briefcase is very dangerous. If you open it, you might get hurt.

Why can't I launch my weapons?

There are a few reasons why you can't launch your weapons. First, you might not have enough ammunition. Second, you might not have enough power.

How do I repair the conveyor?

The conveyor is a complex machine. To repair it, you need to know how it works. If you're not sure, ask the captain for help. Also, make sure you have the right tools.

What should I do in the machine shop?

The machine shop is a place where you can make things. If you're in the machine shop, you should be working on a project. If you're not, ask the captain for help.

Okay, I made a new cylinder but it doesn't fit!

It sounds like you made a mistake. Check the measurements and make sure you're using the right materials. If you're still having trouble, ask the captain for help.

Help! I can't find a tool to repair the conveyor!

There are a few tools in the machine shop. If you can't find the one you need, ask the captain for help. Also, make sure you're looking in the right place.

I fixed the conveyor, but it malfunctions anyway!

It sounds like you fixed the conveyor, but it's still not working. Check the settings and make sure you're using the right tools. If you're still having trouble, ask the captain for help.



You sunk the Blackhawk.

Did you check the hatch indicator lights?

A hatch is open!

Close the hatch.

First make sure it's green!

Just type: "Green board confirmed"

Read your manual carefully.

Listen to all the captain's instructions and follow them quickly and closely.

Enter the combination on the keypad.

What? You don't have it?

Well you're a high ranking officer and you're entitled to know the combination.

When you open the briefcase just ask the captain to tell you the combination.

Put your ID card into the slot.

What? It doesn't work?

Maybe it's not your ID card after all.

Better examine it.

The guard outside the briefing room at the Pentagon accidentally gave you General Hood's ID by mistake!

Restore back to the Pentagon and get the correct ID card.

Something is malfunctioning.

Did you remember to cycle the equipment in the torpedo room?

You need to repair the torpedo conveyor before you will be able to launch your weapons.

Examine it.

Looks like you need a new cylinder, huh?

I guess you ought to go to the machine shop and make a new one.

Measure the sheared one first.

Measure the conveyor as well.

Get the caliper from the drawer in your cabin.

Get a new 6" cylinder from the supply cabinet.

Measure it with the caliper you got from your cabin.

You have to use the lathe to turn the cylinder down to a one inch diameter.

Use the drill to drill a 1/4" hole in it.

Measure it again.

Did you measure the sheared one first?

Is the new cylinder the correct length?

Is the new cylinder the correct diameter?

Did you smooth the rough edges on the grinder?

Looks as though you need a hammer.

Seen one anywhere?

Now where would you keep a hammer?

It's in the tool drawer in the engine room.

The new cylinder fell out of the conveyor belt.

Did you secure the new cylinder with a cotter pin?

The cotter pins are in the cabinet in the machine shop.



Why do I keep getting killed by the Russian destroyer?

The Russian destroyer still kills me even though I'm on silent running!

**I'm attacking the Russian destroyer. Why can't I sink him?**

### How do I decode the messages from Washington?

The computer keeps recycling nursery rhymes to me! What am I doing wrong?



How do I get the coded messages from Washington?

Okay, I deciphered the messages from Washington, but I can't decode the message from the CIA!

**I've been playing boss dice for a long time. Do I have to play?**

10



Well it could be one of several reasons.

Run silent - run deep.

Dive to 500 feet or more and be sure your active sonar is off and your speed is slow.

Turn on your silent routine.

If you let him get right over you, he'll drop a depth charge and destroy the Blackhawk.

Don't let him get over you!

You'd better destroy him before he gets over you.

Watch for the top (white) line on your tactical display. When it appears, attack the destroyer with your harpoon missiles.

The closer you are to him the better chance you have of a kill.

Watch for the top (white) line on your tactical display and start attacking when it appears.

Watch the top line on your tactical display. When the destroyer appears, attack it with your harpoon missiles.

You need to hit him three times in order to sink him.

Did you remember to lock on target before you launched each of your harpoon missiles?

Well, you need a code book don't you?

Books are usually kept in bookcases.

It's in the bookcase in your cabin.

Well, you haven't deciphered the codes correctly.

Use the Navy decoding book to determine the correct page number, line number and word number, and then use the brown-shaded decoding boxes in your game manual to find the primary and secondary words for the coded message and enter those two words into the computer.

Have you talked to your radio man?

He's the guy sitting next to the sonar man.

Just walk over to him and type: "get messages."

The CIA code is different from the normal Navy code.

You need to get into the secret compartment in the briefcase in the captain's quarters.

The decoding offsets are arranged according to the branches of the armed forces.

"N" means "Navy."

Add "3" to each of the normal code numbers.

Remember ALL coded numbers are in the range 0-9 so if you spend to be getting numbers higher than 9, you need to roll them over. For example:  $14 \div 4 = 3$ . The 3 in the microfilm stands for Navy, use offset of 3 when you come up with the numbers. Say you have a series of digits from decoding: 84, 5-9 (no digit can exceed 9). Add the offset to each digit,  $8+3=11$ ,  $4+3=7$ ,  $3+3=6$ ,  $9+3=12$ . Now look at the digits again: 117-6-12. Remember NO digit can exceed 9, well 11 and 12 DO exceed 9 so you must drop the 10's position from each. You then have: 17-6-2. Your page is 17, line is 6, and word is 2. Now find the word in your manual.

Are you enjoying yourself?

If not, then just stop playing boss dice.

There's nothing you need to win from the Old Sap.

But if you do keep playing you can win three things: two of which are helpful.

You can win the bottle.

You can win the electronic device.

You can win Flanagan's money (but you don't need it).



How do I get through the icebergs?

Unfortunately, I can't find the break in the ice.

The Russian sub keeps sinking me! What am I doing wrong?

I'm hiding, but the Russian sub still finds me. Help!

I used up all my weapons! What now?

I'm trying in rendezvous with the U.S.S. Coontz, but she keeps leaving the area.

How do I get through the icebergs?

Unfortunately, I can't find the break in the ice.

The Russian sub keeps sinking me! What am I doing wrong?

I'm hiding, but the Russian sub still finds me. Help!

I used up all my weapons! What now?

I'm trying in rendezvous with the U.S.S. Coontz, but she keeps leaving the area.

How in the heck do I get directly under the Coontz?

I rammed the Coontz! What do I do now?

How do I create a diversion so I can get into the harbor?

How do I get out of the sub without drowning?

Okay, I know what to do at the oil rig but where do I find the necessary materials?

I got out the escape hatch, but I keep running out of air before I get to the oil rig. What am I doing wrong?

How do I get through the icebergs?

Unfortunately, I can't find the break in the ice.

The Russian sub keeps sinking me! What am I doing wrong?

I'm hiding, but the Russian sub still finds me. Help!

I used up all my weapons! What now?

I'm trying in rendezvous with the U.S.S. Coontz, but she keeps leaving the area.



You have to steer the ship!

A heading of 0 degrees will get you started in the right direction.

Activate the closed-circuit video monitor and navigate through the ice field.

Dive as deep as possible without hitting bottom (199).

Did you try to contact the Ice Station?

Type: "Contact Ice Station."

Do you remember something about inversion layers in your training manual?

Inversion layers reflect sonar.

Watch your water temperature gauge to find the inversion layer.

Begin a fast power dive to below 1100' (under the inversion layer). Continue diving while reducing speed to "stop." Turn on silent running. Turn active sonar off and let the Blackhawk sink silently to the bottom of Reykjanes Ridge at about 2300 feet.

If you fire a weapon it will give your position away.

Don't fire on the enemy sub when it is approaching your position. Don't fire when enemy inspectors are close. Fire only when the enemy is moving away from your position.

You'd better make yourself invisible, quick!

Sit tight on the bottom of Reykjanes Ridge and remain silent until the enemy has left the area.

The captain of the Coontz received the same coded instructions that you did.

Did you identify yourself to the Coontz?

Wait til you receive the message about erratic sonar and then signal the Coontz with one ping only.

Well you need to know the Coontz's position.

Did you turn on your monitor display?

You have to steer so that the Blackhawk intersects with the crosshairs representing the Coontz.

Stay just slightly behind the Coontz. Adjust your speed from time to time to make that be the case. Now think of a dial with YOU at the center and a line pointing to the Coontz. 0 is the top, 90 is right, 180 is down, 270 is left. Adjust your heading to the number corresponding to the Coontz's position on your "dial" and keep it adjusted.

You DID save your game didn't you?

You'd better restore.

Dive a little deeper this time.

Did you look through your periscope?

Hmmm... there's an offshore oil rig. Give you any ideas?

Well, you could try blowing up the oil rig.

You're going to need some SCUBA gear aren't you?

It's stored in a compartment in the storage room.

You can get the key from machinist's mate Willy Johnson.

Now where would a machinist's mate be? In the machine shop of course!

Did you notice a storage cabinet in the torpedo room?

Get the explosives from the cabinet.

Hmmm... those flares might come in handy too.

Maybe you need to swim faster.



The propeller fell off the diver! What do I do now?

How can I repair the diving vehicle?

I repaired the diving vehicle but it failed anyway!

The diving vehicle has an inertial guidance system, but I can't figure out how to use it.

#### IN OPEN WATER

I can't find the oil rig and my air is running out! Help!

I'm getting blown up in the water!

I'm lost swimming around in open water and I keep running out of air!

I found the room with the force field to the harbor and I have the electronic device. What do I do now?

I found the room with the force field but I don't have the electronic device. What do I do now?

I need a bottle, but I didn't play Boss dice. Can I still get a bottle?

I'm lost in the underwater cave! How can I get out?



You can't swim that fast without help.  
You need a diving vehicle.  
Restore. It's back on the Blackhawk.  
Look in the compartment in the engine room.

Better restore back to the Blackhawk and inspect the driver before you use it.  
Did you figure out why it was vibrating?  
Look at the shaft.  
Better measure it too.

Did you look at the shaft and measure it with the caliper?  
It lost a nut and washer didn't it?  
Get a 1/2" nut and washer from the machine room cabinet.

Did you use a wrench to tighten the nut?  
The wrenches are in the tool drawer in the engine room.

You need to know the distance and the heading to the oil rig and to the harbor.  
Sonar men are good at determining distances.  
Get the distance to the oil rig and the distance to the harbor from your sonar man.  
Get the heading to the oil rig and the harbor from the scope.  
Get the diving vehicle and standing in the main engine room type: "enter coordinates" and then enter the distance and the heading to the oil rig and to the harbor.

Hey Johnny, use the diving vehicle's guidance system!  
The heading is your ACTUAL heading to the destination.

Visualize yourself from above. 90 degrees is to your right. 180 degrees is to the bottom of the scope. 270 degrees is to the left.  
The heading will change depending on your current position. Follow the indicated heading until the distance is zero.

After you see the explosives, swim away fast!  
Head right from the oil rig and towards your second destination: the harbor.

You need to KNOW where you're headed.  
You don't have enough air to reach your destination if you don't have a diving vehicle to assist you.  
The diving vehicle is in the compartment in the engine room.  
Did you program the internal guidance system on the diving vehicle?

USE the device!  
Now swim north (up) into the next scene.

Swim left two scenes till you find the entrance to the underwater cave.

Yes. There is a bottle on the ocean floor.  
It's somewhere near the entrance to the underwater cave.  
Look by the arch shaped rock formation on the right.

Well, it's a maze. You could make a map.  
Did you remember to bring those underwater flares from the Blackhawk?  
The water currents in the cave flow toward the exit.  
Light a flare and watch which way the debris flows and follow it.  
Keep lighting flares and following the debris till you find the exit.



I found the fisherman's net! What do I do now?

1. *Chlorophyll a* and *Chlorophyll b* were determined by the method of Arar and Collins (1971). The concentration of chlorophylls was expressed as  $\mu\text{g mL}^{-1}$  of the sample.

I surface in the harbor, but I keep getting killed. What am I doing wrong?

The following information is provided for the purpose of illustrating the format of the data. The actual data is not included in this document.

## INTIMISIA

I signalled the fisherman but when I surface I can't communicate with him.

1. The first step is to identify the problem or question that needs to be answered. This involves understanding the context and the specific requirements of the task.

What do I do with the bomb that the fisherman gives me?

[illegible]

What do I do with the fish?

1. *How do you think about the future of the Chinese economy?*  
 2. *What are the main challenges facing the Chinese economy?*  
 3. *What are the main opportunities for the Chinese economy?*

How do I use the line, hook and sinker to go fishing?

[illegible]

**I keep getting arrested by the guards. What am I doing wrong?**

[illegible]

Who is the mysterious woman at the oasis?

[illegible]

Help! I keep getting arrested by the guards after I visit the oasis.

I can't figure out what to do in Stacy's apartment.

[illegible]



In the final room of the underwater caves the exit is a small hole between the rocks over on the right. Don't try to swim through it too fast. It's a small hole.

You have to signal him.

You DO have a bottle don't you?

Put the bottle in the net and wait there until he retrieves the bottle and lowers the empty net back down.

Did you signal the fisherman by putting the bottle in his net and then hang around until the fisherman retrieved his net and lowered it back down empty?

You need to hide that diving vehicle!

Swim two scenes to the right and find the old pier.

Hide the diver beneath the pilings of the old pier.

You need to identify yourself to him.

Did you try showing him your ID card?

Well that doesn't work, does it?

Okay... know any good code names?

Walk up to him and say: ICEMAN

You could blow up the compound with it.

Maybe you ought to hold on to it for later.

You might need it to create a diversion.

What bomb?

Did you LOOK at it?

Maybe you ought to remove the hook from the fish's mouth.

Did you examine the weight?

Open the capsule and get the map.

Maybe you need a pole.

Did you play King's Quest IV?

There's a fishing pole in that game.

There's no fishing pole in *Cloderazoo*, ICEMAN.

You can't.

Maybe it's that wet suit you're wearing.

You need a disguise.

Did you get the map from the fisherman?

Go north from the beach and enter the abandoned dwelling on the left.

Open the crate and get the clothing inside it.

Maybe she's a Tunisian woman getting water.

Then again, *maybe* she's not.

Did you try identifying yourself to her?

Walk up to her and say: ICEMAN.

Get the map from her.

Perhaps you're carrying something incriminating.

Better drop that map Stacy gave you right after you read it.

Did you explore and look at everything?

Did you look out the window?

She has three things you need.

Empty the sugar canister and get the tranquilizer gun.

Get the roll of tape from the top of the icebox.

Did you open the icebox and look inside?



What's the significance of the catering service?

Okay the caterer arrived at the apartment. What should I do now?

Stacy arrived at the apartment and told me that they've moved the ambassador. What should I do now?

Help! I get arrested when they search me at the entrance to the compound.

I got into the compound, but the guard shoots me anyway!

How do I get the ambassador out of the compound?

How do I get up the hill to the helicopter?

#### THINGS TO TRY AFTER YOU'VE FINISHED THE GAME



Stacy left you a note hidden in the butter dish.

Did you read the business card that's taped to the wall next to the telephone?

They deliver food to the compound every day.

Maybe you could masquerade as the caterer and get into the compound.

Call the compound.

Call the catering service and order food.

Are you hungry?

Well, if you looked like the caterer you might be able to sneak into the compound.

You need to make him cooperate with you.

Use the gun to make him remove his clothes.

Use the tape to tie him up so he won't cause trouble.

You've waited too long and they've moved the ambassador.

It's too late, you'll have to restart an earlier saved game.

Looks like you need to hide that tranquilizer gun, huh?

You must put the gun in the box.

You'd better move fast!

You need to take out both guards in quick succession.

Shoot one guard and then IMMEDIATELY shoot the other one.

Well, you'll really need to be disguised.

You're already disguised, so it looks like it's the one that needs a disguise.

Tell the ambassador to change clothes.

Then type: LEAVE.

You have to drive faster than the guards who are chasing you.

Slow down to 20 miles per hour when you take a turn!

Anticipate the turns by turning your wheel early.

1. Did you try asking one of the girls on the beach in Tahiti for a date?

2. Did you try flushing the toilet in your quarters when the light is on?

3. Did you try winning the electronic device and then NOT using it?

4. Did you examine the guard at the compound after you shot him with the tranquilizer dart?



## CODENAME ICEMAN WALKTHROUGH AND POINT LIST

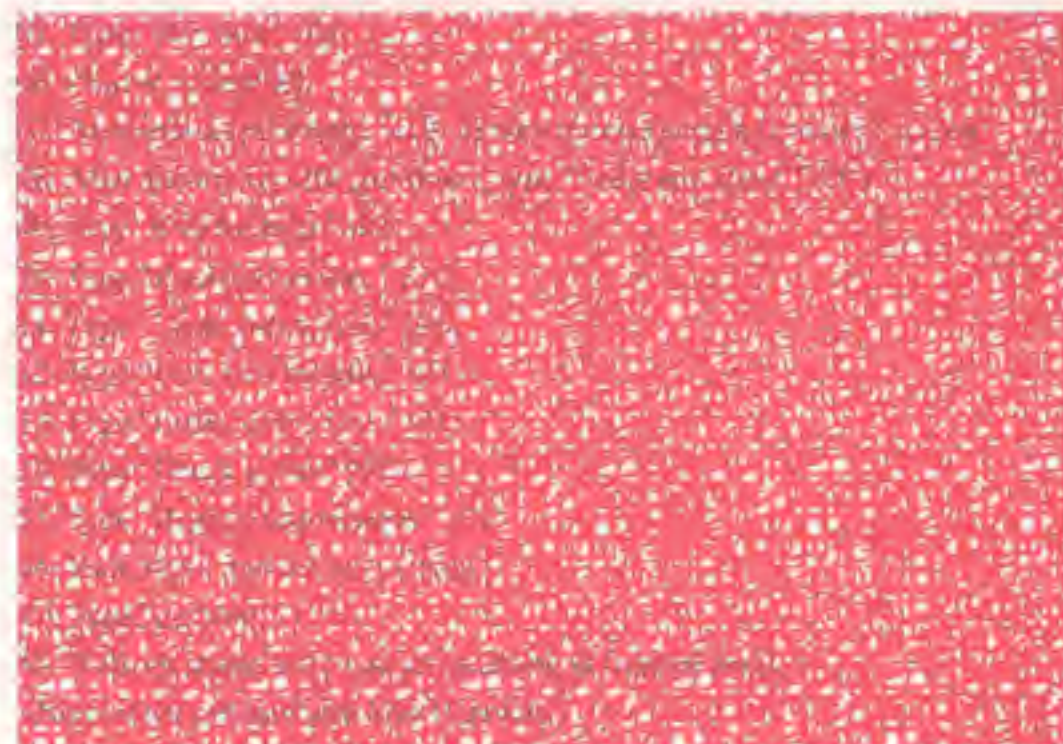
\* = Inventory Item

() = POINTS

### OPENING BEACH SCENE



### VOLLEYBALL GAME AND CPR SEQUENCE



### FRONT OF HOTEL



### HOTEL LOBBY



### COCKTAIL LOUNGE



### OUTSIDE GIRL'S HUT



### INSIDE GIRL'S HUT



### INSIDE GIRL'S HUT NEXT DAY





01. Type "look table." (01)

02. Type "get magazine." (01)

03. Type "stand up."

04. Walk left into the next screen.

05. Type "play ball." (08)

06. Playing volleyball.

07. After messages of help, walk Johnny into water past bottom of screen.

08. After Johnny lays the girl down, type "shake and shout." (01)

09. Type "Call for help." (01)

10. Type "Establish airway." (01)

11. Type "Look, listen, feel." (01)

12. Type "Love two breaths." (01)

13. Type "Look, listen, feel." (01)

14. Type "Check pulse." (01)

15. Type "Begin compressions." (01)

16. Walk right into the next screen.

17. Type "get shirt."

18. Walk up screen until you are standing in front of hotel.

(Now, if the girl dies you lose 10 points.)

19. Type "open door."

20. Type "talk to clerk." (01)

21. Type "get key." (02)\*

22. Walk and stand in front of sign on north wall.

23. Type "read sign" (take down phone number). (01)

24. Walk through the door on east wall.

25. Stand next to brunette seated alone (lower right).

26. Type "ask girl to dance."

27. Stand next to brunette again.

28. Type "buy girl a drink."

29. Stand next to empty chair across from brunette.

30. Type "sit."

31. Brunette will invite you to her hut. (07)

32. Type "yes."

33. Type "kiss girl." (01)

34. Girl will invite you in, type "yes."

35. Girl will invite you to sit down.

36. Type "sit."

37. Type "Talk girl."

38. Type "kiss girl."

39. Type "kiss girl."

40. Type "kiss girl."

41. Type "kiss girl."

42. Type "kiss girl." (06)

43. Type "stand."

44. Face table on north wall and type "look table."





OUTSIDE EGO'S HUT



INSIDE EGO'S HUT



OUTSIDE EGO'S HUT



FRONT OF HOTEL



HOTEL LOBBY



INSIDE EGO'S HUT



WASHINGTON AIRPORT



INSIDE PENTAGON LOBBY



HALLWAY OUTSIDE OF BRIEFING ROOM



HIGH LEVEL BRIEFING ROOM





45. Type "get note." (01)  
46. Type "open door"  
47. Walk off porch and to the wall until you see glimmer.  
48. Type "look down"  
49. Type "look glimmer"  
50. Type "get earring." (01)  
51. Type "look earring"  
52. Type "open earring."  
53. Type "look inside earring." (01)\*  
54. Type "get microfilm." (05)  
55. Walk left through five screens.

56. Type "open door"

57. Type "open drawer"  
58. Type "get ID." (01)\*  
59. Type "get change." (01)\*  
60. Type "open drawer."  
61. Type "get black book." (01)\*  
62. Walk out of hut.

63. Walk to the entrance of the hotel.

64. Stand in front of newspaper stand.  
65. Type "buy paper." (02)  
66. Type "open door."

67. Wait for clerk's message.  
68. Type "get message." (01)  
69. Walk out of lobby and back to Johnny's hut.

70. Type "read book"; write down Braxton's phone number.

71. Type "use phone."

72. Type "1-202-555-2729."

73. Type "talk man." (02)

74. Type "use phone."

75. Type "555-8000."

76. Type "talk man." (02)

77. Exit hut and walk back to beginning beach scene.

78. Walk Johnny onto the Nosinky Dinghy (program control to airport).

79. Walk Johnny through the sliding glass door.

80. Limousine will arrive and driver will approach Johnny.

81. Type "show ID." (01)

82. Walk up to desk.

83. Type "show ID." (01)

84. Type "push up button."

85. Stuart will walk to Johnny and request ID.

86. Type "show ID." (01)

87. Igo is seated under program control.



HALLWAY OUTSIDE OF BRIEFING ROOM

OAHU AIRPORT

IN FRONT OF USS BLACKHAWK

EXECUTIVE OFFICER QUARTERS (JOHN WESTLAND)

CONTROL PANEL (05)

CONTROL ROOM

CAPTAIN'S QUARTERS (01)

CONTROL ROOM

CHARTS TABLE

CONTROL PANEL (01)

CONTROL ROOM



88. After briefing type "stand."

89. Type "get envelope." (02)+

90. Walk out of briefing room.

91. Walk to guard and type "get ID."

92. Type "look ID."

93. Type "get ID." (01)

94. Walk out of Pentagon.

95. Driver will walk to Johnny. type "talk man."

96. Driver will ask, are you Commander Westland, type "yes."

97. Type "show orders."

98. Walk up gangway and type "salute flag."

99. Type "salute officer."

100. Type "request permission to come aboard." (03)

101. Type "open drawer."

102. Type "get caliper." (02)

103. Type "open bookshelf."

104. Type "get decoding book." (03)+

105. Walk left out of Officers Quarters.

(Note: if you flush toilet when light is on you lose 3 points.)

106. Sail submarine according to Captain's instructions. (05)

107. Captain will invite Johnny to his quarters, type "stand."

108. Program control to Captain's quarters.

109. Captain will ask John for his half of the combination. Type "134." (01)

110. Type "look briefcase."

111. Type "get envelope."

112. Type "look chart."

113. Type "look orders."

114. When Captain returns briefcase to safe, type "get combination." (05)

115. The Captain will direct John to obtain coordinates to the Mediterranean.

116. Walk out of Captain's quarters.

117. Walk to computerized charts table type "look table."

118. Remove map from game box and calculate coordinates.

119. Type "plot course." Using directional keys, select a coordinate and press the Enter key.

120. On the last coordinate press the Enter key twice then type "exit." Score depends on how close your course is to the optimum course. (2-10)

121. Sail submarine according to Captain's instructions.

122. Radio man will advise you he has received coded messages.

123. Type "stand." (01)

124. Type "get messages." (01)

125. Type "look code book." Use this display in conjunction with the enclosed game book documentation to obtain the primary and secondary words.

126. Walk to Captain's quarters.



CAPTAIN'S QUARTERS



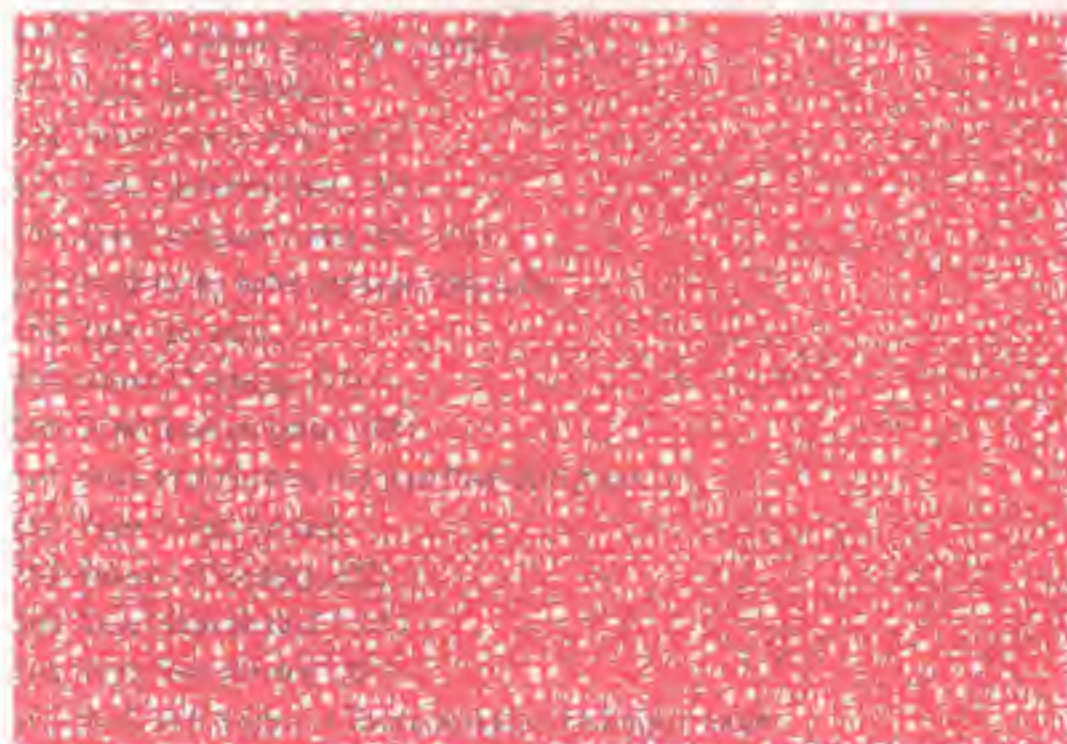
JOHN'S QUARTERS



TORPEDO ROOM



MACHINIST COMPARTMENT



ENGINE ROOM



TORPEDO ROOM



GALLEY





127. Type "open safe."
128. Enter the numbers 23448603 (01)
129. Type "open case."
130. Enter the numbers 762134 (01)
131. Type "use ID card" (01)
132. Type "insert microfilm" and view the display.
133. Following the letter "N" (for Navy) is the numeral 7, using the "Navy decoding book," add 1 for the C.I.A. coded message in order to find the C.I.A. primary and secondary words.
134. Using the Navy decoding book, find the primary and secondary words for the Washington coded message.
135. Type "close briefcase."
136. Walk out of Captain's quarters and into Holm's Quarters.
137. Type "turn off computer."
138. Type or "primary" decoded word from Washington.
139. Press the Enter key.
140. Type in "secondary" decoded word from Washington.
141. Press the Enter key (01)
142. When the empty box appears, type "N" (01)
143. Enter "primary" C.I.A. decoded word.
144. Enter "secondary" C.I.A. decoded word (01)
145. When the empty box appears, type "N" to press the ESC key.
146. Walk to torpedo room.
147. Type "cycle equipment."
148. Type "inspect equipment" (01)
149. Type "measure conveyor belt."
150. Type "measure cylinder" (01)

151. Walk out of torpedo room and into machinist compartment.
152. Walk to cabinet and type "open cabinet."
153. Type "get cylinder."
154. Select "six inches" (01)
155. Type "get cotter pin" (01)\*
156. Type "measure cotter pin" (01)
157. Walk to the lathe and type "use lathe."
158. Type "set lathe."
159. Select 1" setting. (02)
160. Type "turn on lathe." (01)
161. Walk to drill press and type "use drill press."
162. Type "select bit size."
163. Select 1/4" setting. (02)
164. Type "turn on drill." (01)
165. Type "use grinder." (01)
166. Walk to left edge of screen and into the Engine room.

167. Type "open drawer."
168. Type "get hammer." (01)\*
169. Return to the torpedo room.

170. Type "fix conveyor" (01)
171. Type "install cotter pin" (01)
172. Type "cycle equipment"
173. Walk back to galley.

174. Walk to table with bottle.



## BOSS DICE

## GALLEY

## CONTROL PANEL

## BRIDGE

## CONTROL ROOM

## CONTROL PANEL (SINKING RUSSIAN SHIPS)

## CONTROL ROOM

## JOHN'S QUARTERS (01)

## CONTROL PANEL (Navigating Icebergs)



175. Type "get bottle"

176. After being challenged to a game of "Boss Dice" type "yes."

177. Win the bottle of rum. (01)\*

178. Win opponent's money.

179. Win electronic device. (10)\*

180. Walk from galley to control room.

181. Sail submarine according to Captain's instructions.

182. After reaching second coordinates Captain invites you to the bridge with him.

183. Type "stand."

184. After message from Captain, type "talk."

185. After a sequence of messages, Johnny will climb down the ladder under program control.

186. Walk to control panel.

187. Begin dive sequence to below 500 ft.

188. Turn active sonar off.

189. Reduce speed to "slow."

190. Turn on "silent running."

191. Wait until enemy fires weapon.

192. Firing the Blackhawk's weapons.

A. The closer the enemy is, the better your chance of hitting him.

B. Make sure you "lock on" target before launching.

C. Do not fire your weapons when enemy torpedoes are close. Doing so will momentarily give your position away.

D. You must destroy the enemy before he maneuvers directly over your sub.

E. You must hit the enemy three times to sink him.

F. Decoys are used when enemy torpedoes are close and the player needs to launch weapons. Decoys are launched before weapons are fired.

193. After receiving message about incoming coded messages, type "stand." (05)

194. Walk to radio man and type "get message." (01)

195. Walk into John's quarters.

196. Type "turn on computer."

197. Decode messages from Washington. (03)

198. Decode CIA messages. (03)

199. Walk back to control panel.

200. Activate closed-circuit TV monitor.

201. Safely navigate submarine through icebergs. (Points depend on how well you do it.) (2-10)

202. Receive message about a break in the ice.

203. Type "contact Ice Station" (coded radio messages).





CONTROL ROOM



CONTROL PANEL



RENDEZVOUS WITH USS COONTZ



CONTROL ROOM



SCOPES



CONTROL ROOM



MACHINIST COMPARTMENT



STORAGE COMPARTMENT





204. Type "stand" after the message about incoming coded messages.  
(Note: If you collide with an iceberg you lose 10 points.)

205. Walk to radio man

206. Type "get messages." (01)

207. Decode message from Washington. (03)

208. Decode message from CIA. (03)

209. Walk to control panel and type "sit."

210. Begin fast dive to below 1100' inversion layer.

211. Continue diving while reducing speed to "slow" or "stop."

212. Turn active sonar off.

213. Turn on silent running.

214. Keep diving sub until reaching 2300' (bottom).

215. Enemy sub strategy:

A. Do not fire on enemy sub when it is approaching Blackhawk's position.

B. Do not fire when enemy torpedoes are close.

C. Fire only when enemy is moving away from your position.

D. If the Blackhawk runs out of weapons, sit and remain silent until enemy has left the area. (01)

216. Hit enemy sub one time. (01)

217. Hit enemy sub twice. (04)

218. Completing the enemy sub scenario. (05)

219. After receiving message of "ceramic sonar" Signal Comms with one active sonar "ping." (05)

220. Maneuver through the Straits of Gibraltar under the Control by keeping the small on screen area of the submarine under the cross-hairs which represent the Control. (Score depends on accuracy time 11-51)

221. Successful completion of following the Control. (Score depends on accuracy time 12-101)

222. The Captain receives and will request you come to periscope depth and speed.

223. After coming to periscope depth, the Captain will ask you to look through the periscope. Type "stand."

224. Walk to periscope and type "look scope."

225. Wire down heading to offshore drilling rig.

226. Wire down heading to bottom.

227. Press the "down arrow" key located on the scope controls.

228. From Sonar man, "get distance to rig." (01)

229. From Sonar man, "get distance to harbor." (01)

230. Leave control room and walk to machine compartment.

231. Walk to machine's male "Willy Johnson" type "get key." (01) (7)

232. Walk out of machine's compartment into storage compartment.

233. Walk to locked compartment and type: "open compartment." (01)



### TORPEDO ROOM

### ENGINE ROOM

### MACHINIST COMPARTMENT

### ENGINE ROOM

### ESCAPE HATCH

### OPEN SEA

### OIL RIG



234. Walk out of storage compartment into torpedo room.

235. Walk to storage cabinet and type "open cabinet."

236. Type "get explosives." (01)\*

237. Type "get flares." (01)\*

238. Type "get flares." (01)\*

239. Walk out of torpedo room and into engine room.

240. Walk to left bulkhead.

241. Type "look compartment."

242. Type "push button."

243. Type "look in compartment."

244. Type "get diver." (01)\*

245. Type "look diver."

246. Type "check diver."

247. Type "check vibration."

248. Type "check shaft."

249. Type "look shaft."

250. Type "measure shaft." (05)

251. Walk out of engine room into machinist compartment.

252. Type "open cabinet."

253. Type "get nut."

254. Select "1/2 inch." (01)

255. Type "get washer."

256. Select "1/2 inch." (01)

257. Walk into engine room.

258. Walk to box compartment and type "open drawer."

259. Type "look wrenches."

260. Type "get wrench."

261. Select "1/2 inch." (03)

262. Walk to compartment and type "push button."

263. Type "get driver vehicle."

264. Type "install washer." (01)

265. Type "install nut."

266. Type "tighten nut." (03)

267. Type "enter coordinates."

268. Enter distance and heading to oil rig and harbor.

269. Walk to ladder leading to escape hatch.

270. Type "climb ladder."

271. Type "open hatch."

272. Type "wear scuba gear."

273. Follow heading until oil rig is located.

274. Type "set explosive." (01)

275. Swim right away from rig as soon as explosive is set.



### OPEN SEA

ENTRANCE TO HARBOR (room with force field)

(If you won electronic device and bottle playing Boss dice)

ENTRANCE TO HARBOR (room with force field)

(If you do not have electronic device)

CAVE ENTRANCE

CAVE MAZE

### FISHERMAN NET

PILINGS

FISHERMAN NET

CONTACTING FISHERMAN

ABANDONED DWELLING WITH DISGUISE



276. Follow heading until entrance to harbor is located. (5 points maximum.)

277. Type "use device."

278. Swim up the screen into the next screen. (01)

(Note: Gain 5 points for finding harbor directly. Lose 3 points for leaving harbor after arriving.)

279. Swim left two screens to the cave entrance - (if you did not play Boss dice and win the bottle.)

280. Get the bottle by the rock formation on the right. (01)\*

281. Find and enter cave.

282. Type "light flare" and watch which direction the current takes the debris. (8 points maximum.)

283. Swim in the same direction as the debris.

284. Repeat steps 284 and 285 until through the cave maze.

285. Get through the cave maze successfully. (11)

286. After successfully exiting the cave, Johnny will be under program control into the next screen.

(Note: Re-enter the harbor entrance and you lose 4 points.)

287. Hang around in this room until fisherman lowers net.

288. Type "put bottle in net." (Fisherman will raise net.) (01)

289. Stay in this scene until fisherman lowers empty net again.

290. Swim two screens to the right (pilings from old pier).

291. Type "hide driver vehicle" (03)

292. Swim back to screen with fisherman net.

293. Swim to the surface. (02)

294. Walk up to fisherman and type "iceman" (01)

295. Fisherman will hand you a fish. (01)\*

296. Type "look fish"

297. Type "look line"

298. Type "look hook"

299. Type "remove hook" (01)

300. Type "look weight." (01)\*

301. Type "open capsule" (02)

302. Type "look map"\*

303. Walk north and left behind large rock.

304. Walk into open door on the left.

305. Type "look around"

306. Type "open crate"



### OASIS

### INSIDE AGENT'S APARTMENT

### INSIDE CATERING VAN



- 307. Type "look clothing."
- 308. Type "get clothes" (02)
- 309. Walk to right edge of screen into next screen.
- 310. Walk up screen into next screen.
- 311. Walk to left edge of screen into screen with oasis.

- 312. Walk to woman at the well.
- 313. Type "iceman." (01)\*
- 314. Type "get map." (02)\*
- 315. Type "look map."
- 316. Type "drop map." (01)
- 317. Walk to right edge of screen into the next screen.
- 318. Walk to right edge of screen into the next screen.
- 319. Walk up the screen into the next screen.
- 320. Walk to left edge of screen into the next screen.
- 321. Walk up to apartment 84.

- 322. Walk to kitchen counter.
- 323. Type "look canisters."\*
- 324. Get small canister. (01)
- 325. Get middle canister. (01)
- 326. Type "get sugar canister." (01)
- 327. Type "open canister."
- 328. Type "empty contents."
- 329. Type "remove bottom."
- 330. Type "remove foam rubber"

- 331. Type "get gun." (07)\*
- 332. Walk to icebox and type "open icebox."
- 333. Type "get butter dish."
- 334. Type "open butter dish."
- 335. Type "get note." (01)\*
- 336. Type "read note." (04)
- 337. While standing in front of icebox type "get tape." (02)\*
- 338. Walk to telephone and type "look wall" (business card).\*
- 339. Type "get business card." (01)\*
- 340. Type "look business card."
- 341. Type "use phone."
- 342. Type in "03-(20-1204."
- 343. Type "talk man." (02)
- 344. Type "use phone."
- 345. Type in "13-555-8097."
- 346. Type "talk man." (02)
- 347. When caterer arrives type "open door."
- 348. After caterer sets platter down type "use gun."
- 349. Type "remove clothes."
- 350. Type "use tape." (03)
- 351. Wait until female agent enters apartment before walking out.
- 352. Walk out of apartment.

- 353. When the van stops in front of the compound type "hide gun." (02)
- 354. Type "get food." (01)\*
- 355. Type "exit van" and walk Johnny to guard on the left.



## HOSTAGE ROOM



## MOUNTAIN CHASE





- 356. Type "put food on table."
- 357. Type "remove lid."
- 358. Type "get gun."
- 359. Type "shoot guard."
- 360. Type "shoot guard." (05)
- 361. Walk over to the Ambassador and type "untie Ambassador."
- 362. Type "change clothes."
- 363. Walk to the unconscious guard near bottom of screen and type "look guard." (03)
- 364. Type "leave."

Use the "arrow keys" to control the speed and timing movements of the moving van. Anticipate the turns. (10)

After reaching the top of the hill, the end-of-caravan will be under program control.

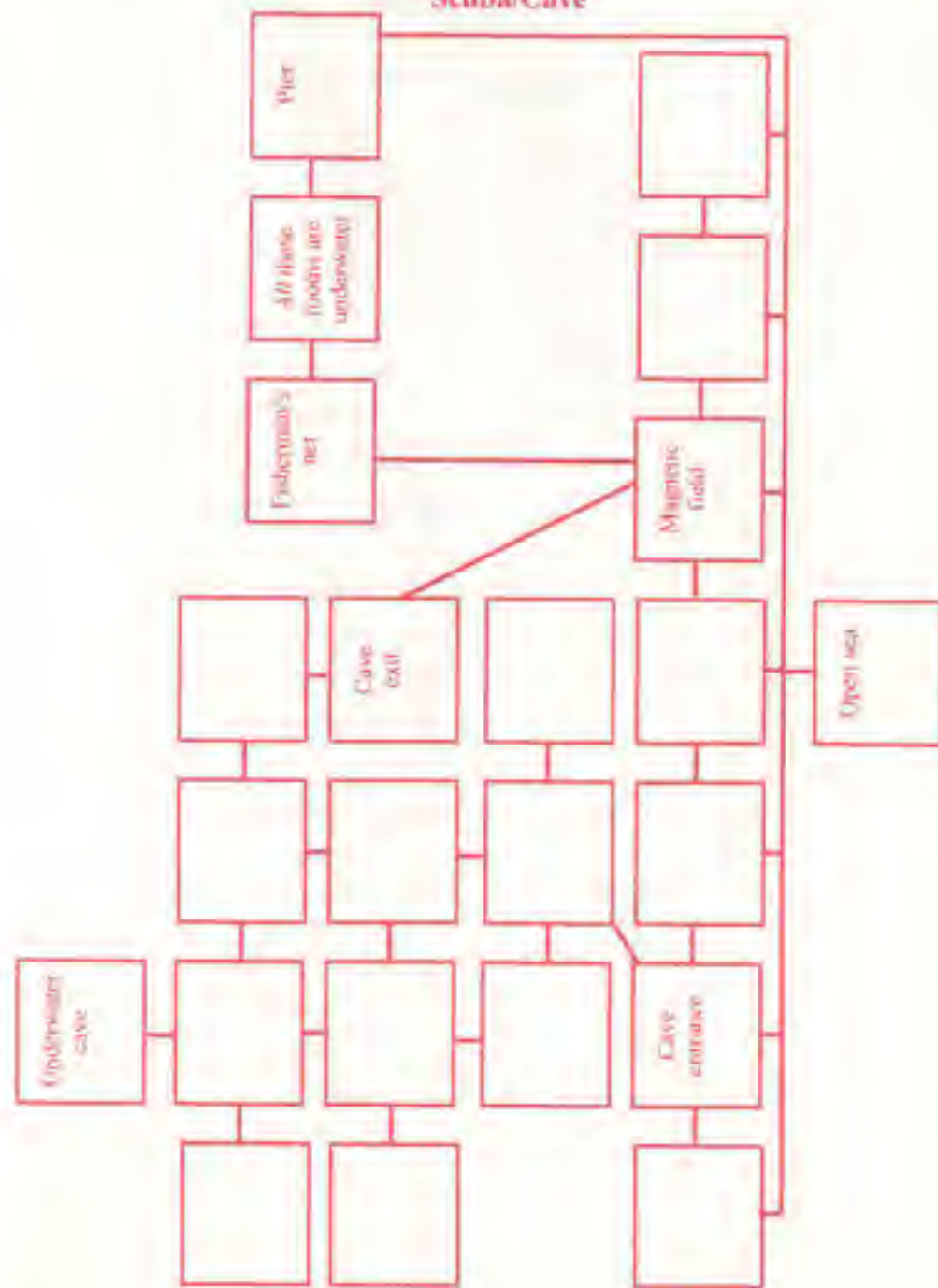
(Note: You lose 10 points if you use the "E8" key to skip the chase scene.)



## Tunisia

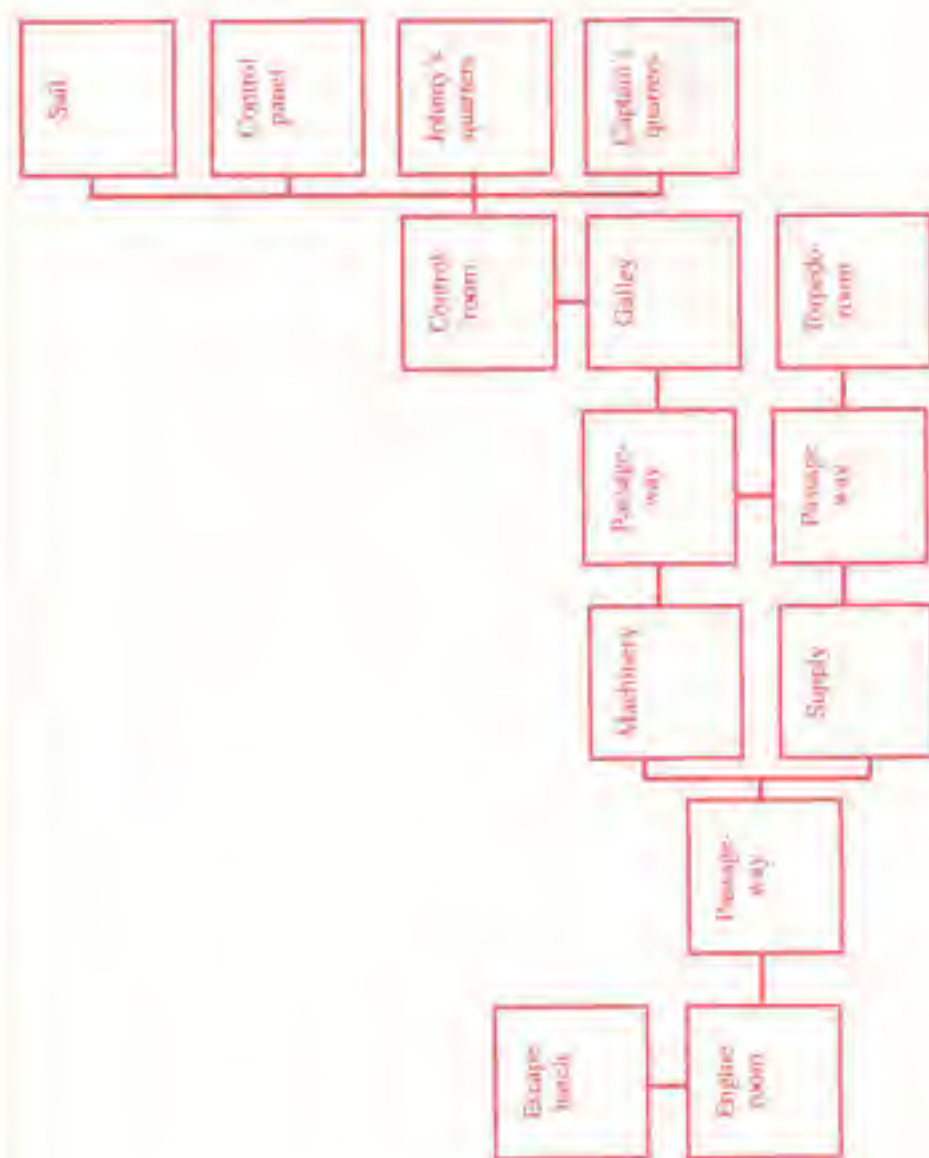


## Scuba/Cave

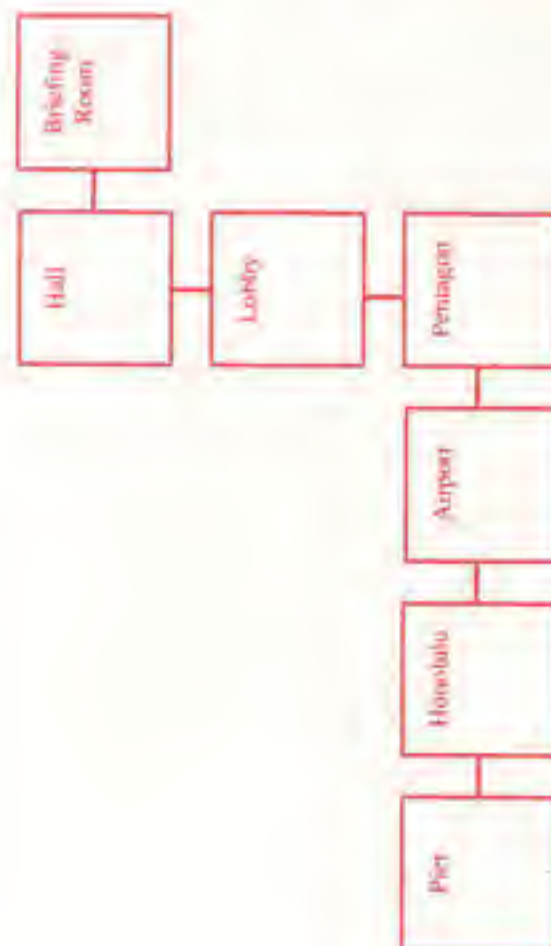




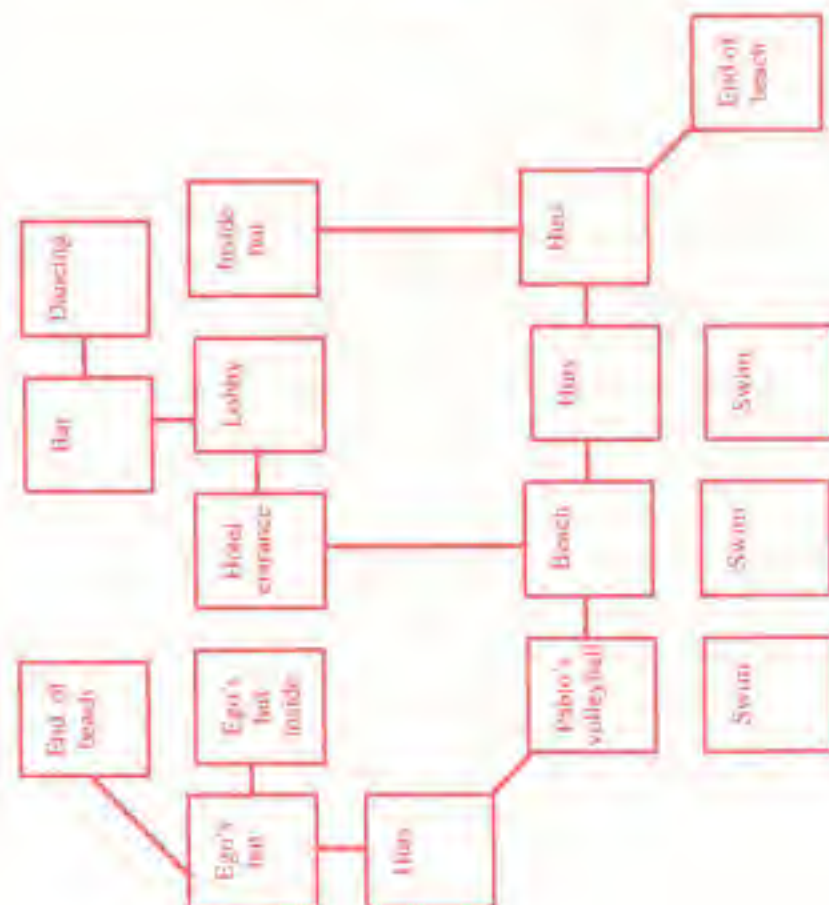
# U.S.S. Blackhawk



# Hawaii/Pentagon







## HINT BOOK ORDER FORM

	PRICE	TOTAL
King's Quest I	9.95	
King's Quest II	9.95	
King's Quest III	9.95	
King's Quest IV	9.95	
Space Quest I	9.95	
Space Quest II	9.95	
Space Quest III	9.95	
Leisure Suit Larry I	9.95	
Leisure Suit Larry II	9.95	
Leisure Suit Larry III	9.95	
Police Quest I	9.95	
Police Quest II	9.95	
Worshunter I	9.95	
Worshunter II	9.95	
Code Name: Iceman	9.95	
Gold Rush	9.95	
The Colonel's Bequest	9.95	
Hero's Quest I	9.95	
Components of Camelot	9.95	
The Black Cauldron	9.95	

Subtotal

Calculate shipping add \$5 (25% over the  
Manufacturer's suggested retail) on orders over

Total

(Please print)

Name

Address

City/State/Zip code

Phone ( )

Check method of payment (please do not send cash)

☐ MasterCard ☐ Visa ☐ Check enclosed ☐ American Express

Card number

Expiration date

Authorizing signature

Please allow two weeks for delivery. All prices include shipping and handling. Make checks payable to Sierra On-Line, Inc. Mail payment with this order form to: Hint Books, Sierra On-Line, Inc., P.O. Box 485, Coarsen, CA 92618







© 1989 Sierra On-Line, Inc.

000001600



## ADVENTURE WINDOW

*Place the red ADVENTURE WINDOW  
over the red patterned areas in your hint  
book to reveal the HIDDEN clues.*